

MAR 15, 2013

#72

# Apple

## Magazine™



# ANDROID MALWARE

A GROWING CONCERN FOR GOOGLE





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# APPLE AND SAMSUNG EXTEND LEAD OVER BLACKBERRY



BlackBerry is the third most popular smartphone hardware brand in the UK behind Apple and Samsung, according to the most recent comScore MobilLens report. It had a 15.2 per cent share of the smartphone handset market as of October 2012, down from 17.7 per cent in October 2011.

In the operating system arena, comScore puts it behind Google's Android and Apple's iOS. BlackBerry's market share is down, while Microsoft is nipping at its heels.

Nokia began adopting Microsoft's OS for its handsets in early 2011 and announced it had shipped its last device supporting its own Symbian operating system last month.

Microsoft's latest version of OS Windows Phone 8 launched at the end of October with handsets from Nokia and HTC.

Microsoft is positioning its phones as integrated with its existing Windows software, highlighting security and cost-effectiveness to chief information officers and businesses, said Microsoft consumer PR manager James Tutt: 'Windows Phone 8 is a strong proposition and is business-ready.'

At October's launch, Tutt said while the majority of comms were consumer-focused, business journalists were also incorporated in activity around handset reviews.



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# ***ARE APPLE'S MACS BECOMING MORE VULNERABLE TO MALWARE?***



The biggest vulnerability to Macintosh computers is the belief among their devoted users that Apple's (AAPL) superior operating system makes them immune to malware, experts say.

"Some Mac users have this perception that the Mac is free from hacks and that is completely wrong," said Zheng Bu, senior director of research for Milpitas-based FireEye, which develops anti-malware products.

Mac users, said Kevin Haley, Symantec director

of product management for security response, "have let their guard down."

While the vast majority of malware is aimed at

Windows operating systems, the growing market share of MacBooks and iMacs is making Apple computers a bigger target. In recent years, Macintosh computers have garnered about 20 percent of the U.S. consumer market, said Stephen Baker, the hardware analyst at the NPD Group. "They are gaining," he said.

Macs going mainstream may be great for



Apple's bottom line, but it also makes the Macintosh operating system a bigger target for hackers, experts say.

"We are seeing more and more Macs getting infected," Haley said.

The first computer viruses actually were aimed at Apple computers, said Andrew Conway, a researcher at Cloudmark, which works on Internet security problems. "Back in the day, the first virus appeared on Macs," which

was more sophisticated than Microsoft Disk Operating System, or MS-DOS, he said. "You could write a virus on it and you couldn't do that on DOS."

Many Mac users have long assumed Apple's operating system, which is tightly knitted with the hardware the company also designs, has stronger security than Windows. Conway, though, said there is no way to prove that is true.

While Apple is good about fixing its vulnerabilities, "the Mac hasn't come under the kind of attack we've seen with the

Windows PC," he said.

The Macintosh operating system is "not a super system made by super people," Conway added.

What is certain is the Macintosh operating system is once again becoming attractive to hackers.

Last year, the Flashback Trojan malware infected an estimated 600,000 Macs by appearing to be a browser plug-in but actually stole personal information. In February, Apple said Macs operated by Apple employees were infected with Java-related malware when they visited a software development website. The Cupertino company did not disclose how many of its employees' computers were infected or when.

One of the biggest threats to Mac users is third-party software, such as Java, a popular vehicle for cyber thieves to infect Windows and Mac machines by writing only one attack code. In such cases, simply visiting an infected website that exploits a Java vulnerability can enable malware to get onto a Mac, which is what happened with the Apple employees, Haley observed. He called it a "drive-by download."

"In this case, (infected) Java software was used to download malware onto machines," Haley said. "You would have no idea."

Adobe (ADBE) software is also another vehicle used by hackers to infect computers, Bu said.

"Both Apple and Windows need to work closely with third-party (software makers) to make safer software," he said. "Then they need to build a rapid process to quickly address issues."

Haley said Mac users can also take steps to ensure they avoid malware traps. Perhaps the most important move is to quickly accept software updates from Apple and other vendors, such as Adobe, which often close security vulnerabilities.

"It's a good idea not to ignore those," he said, adding, "People are always good about computer security after they have been hit with malware."

Five ways To Make Macintosh Computers Safer

Accept software updates from Apple and third-party vendors as soon as they become available. These often include security patches. Do not click on unexpected attachments, even from email that appear to be from people you know. Do not click on suspicious links. Be careful about clicking on links on Facebook or Twitter from someone who appears to be a friend "offering" photos of you. Consider using anti-virus protection software for Macintosh computers.

# ***WI-FI IN THE SKY***





Airline officials everywhere, anxious to reduce costs and increase revenue wherever possible, are increasingly opting to infuse modern aircraft with onboard wireless fidelity (wi-fi) technologies.

## PORTABILITY PREFERENCE

Portable and handheld computing devices, including tablet computers such as the Apple iPad, are increasingly finding their way on civil and military aircraft.

Airlines worldwide are rapidly adopting avionics systems that enable the delivery of in-flight entertainment and

personnel, and other staffers - not to mention passengers.

Today's traveling public, whether flying for business or pleasure, has come to expect and even demand wi-fi connectivity at 30,000 feet and beyond. "Traditional 'road warriors' are jazzed by wireless hotspot possibilities on aircraft," affirms Wayne Plucker, Aerospace & Defense Industry Manager at Frost & Sullivan, a global market research, analysis,

and consulting firm with headquarters in Mountain View, Calif.

In response to recent trends, airlines all over the globe are increasingly investigating the benefits of onboard wi-fi technology.

## NETWORK NEEDS

Airlines are moving away from suites of inflight entertainment (IFE) avionics in favor of wireless access points (WAPs), not only to meet customer demand, but also to capitalize on new revenue streams and reduced weight.

Gogo in-flight broadband Internet service enables passengers on board commercial and business aircraft to connect to the Internet through a system of cell towers on the ground.

In the pages that follow, industry professionals cast an investigative spotlight on the trend toward wireless local area networks (WLANs) on today's airliners.

wireless Internet to passengers.

Tablet computers and iPads are being employed in the cockpits of commercial airliners as electronic flight bags (EFBs), replacing heavy and cumbersome printed maps and manuals; wireless devices are also popular among airline crews, flight line maintenance





# GETTING MORE FROM iOS



EMAIL PROGRAMS TO REPLACE MAIL  
BEGIN TO EMERGE

There's just something about the iOS environment that attracts me. I enjoy it so much that I prefer to do the majority of my work on my iPad, rather than the Mac. I only return to the Mac when I really have to, when I have work that just can't be done on the iPad, which isn't much.

I've downloaded apps for many tasks to aid in this process, and that's one of my reasons for the enjoyment level. I can find apps to take care of everything. The only holdup in this process has been email. There just weren't any capable mail apps out there. Yet, the Mail app has always been a thorn in my side. I detest it. It just seems to be behind the times to me. With all you can do with iOS, the Mail app really should be much better.

I have a lot of hope every time they update iOS and promise changes to the Mail app. Yet, I'm always letdown. The changes they make are never enough. It's aesthetically boring and just handles email straightforward. It doesn't offer great graphics or organize anything really well. Additionally, it doesn't handle Gmail well, forcing you to either archive mail you wish to delete or do a long press on the Delete button to move it into your Trash email.

To me, I look around iOS and find that that there are so many things it could be doing, or that I could be doing, to make it more efficient. This applies to the ways I use both my iPhone and my iPad. They could be doing more for me, and I could be doing more with them. It's similar to the scientists that say we only use ten percent of our brains. I think we only use our mobile devices a small percentage of the amount they're capable of.

I was delighted last week to see that two new email apps have hit the iOS scene. They're both so new that they aren't perfected yet, but between the two of them





they have improved my production greatly, and that's where it lies. It's not just the fact that I dislike the iOS Mail app; it's not productive for me. I had four email boxes, one personal, and three work emails, and all were filled up with emails I couldn't get through. My personal Gmail had emails from back in 2009. Yes, 2009. Mostly these are just joke emails I never had time to go through, but they're still there clogging up the mail box.

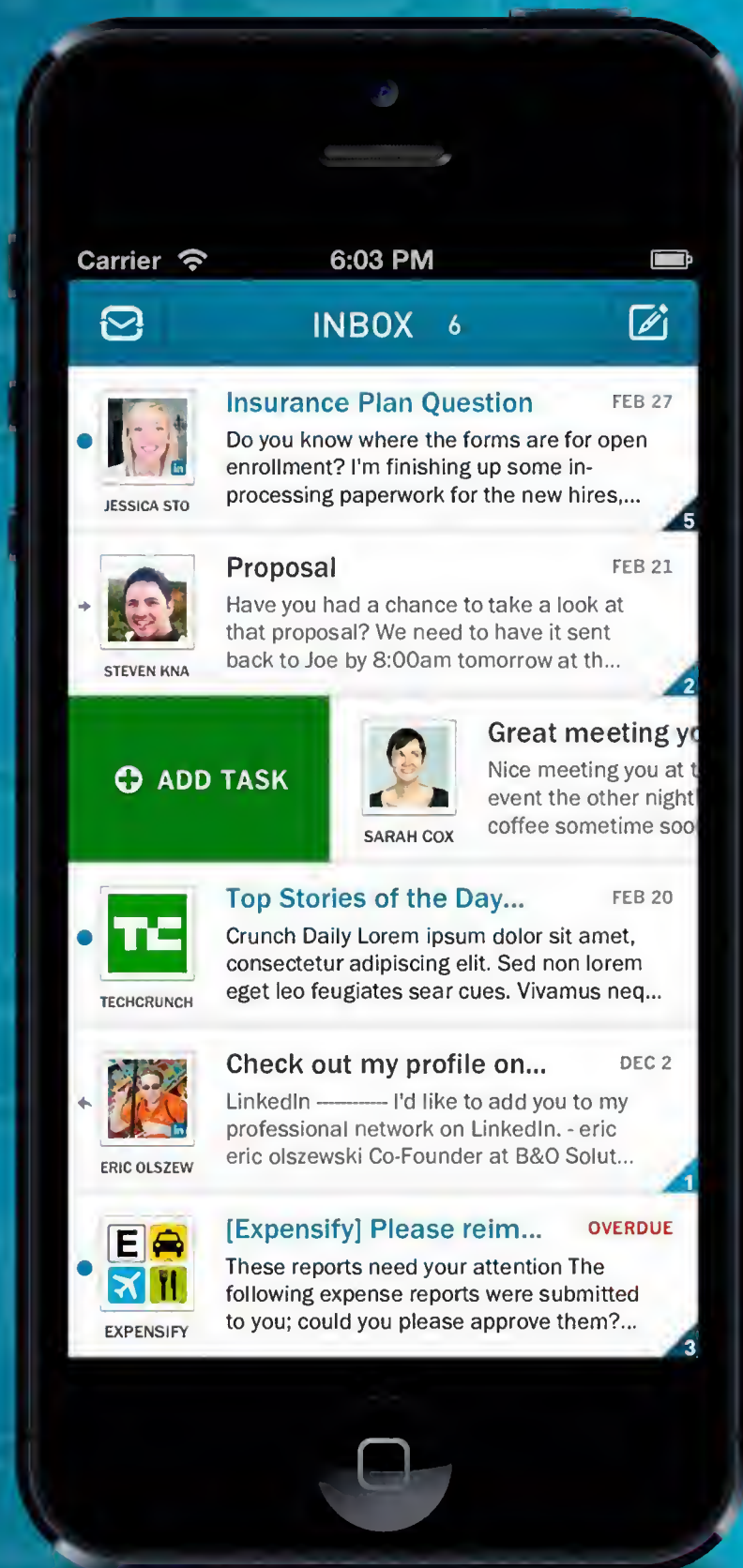
## TASKBOX

This is where the first email program comes in. TaskBox handles all your email and organizes it for you via tasks. Instead of leaving all your email in your Inbox thinking you'll get to it later that day, which somehow turns into four years, you can assign it as a task and get it out of your Inbox. It makes it so much easier to go through all of it.

Additionally, it's all done with gestures. A short swipe to the right adds the email as a Task, a longer swipe marks it as completed. A short swipe to the left archives the email, and a longer swipe deletes it. By seeing a preview of the message in the email box, it makes it easy to flip through them all to organize them. You can also organize them with tags to put them into different folders in your email system.

Ideally what TaskBox is meant for is for assigning and accepting tasks within a group. You can take an email and assign it as a task to someone in your address book. Ideally, a boss or editor could send work to his employees, and assign different tasks to others. It can be marked with a level of priority as well as a date. You can then head to your dashboard and see all the tasks that are waiting for you, that have been completed, that you have assigned, etc.







For right now, I don't even have it fully set up. I'm only TaskBoxing with myself and haven't been assigning priorities or dates to my tasks. I went through these four large Inboxes of mine throughout a weekend and deleted the ones that were no longer applicable and took others and either assigned them as a task if I wanted to look through them at some point, or saved them to an additional Email folder if they were just something I wanted to hold onto for future reference.

However, even though I'm not using this app to the fullest of its capabilities, it has still cleared up my mess. It used to take me up to an hour to find an email I was looking for for a certain link, task, etc. No longer. I have found all my tasks that I return to right away. For a person like me who is writing and/or editing on three different websites and a digital magazine, TaskBox is a lifesaver.

Another great aspect of TaskBox is their security and privacy. They don't store any of your data in the cloud, leaving it all up to Gmail and Google. This means there is less to go wrong. You don't have to worry about your email client and Gmail going down, just Gmail. It's also a slight negative, as it means it only works with Gmail and Google. What I did, though, was take my one email account that wasn't in Gmail, yet that I wish was Gmail, and filter it through another Gmail. I started an additional Gmail account and have my other email forward into it. This way I have everything working via Gmail.

I use TaskBox both on my iPad and my iPhone. However, there is no optimization for iPad. The app will work on my iPad, but there is no orientation change for it, so when I'm reading, I'm either moving the orientation of my iPad or reading sideways. The folks at TaskBox have promised that a dedicated iPad app is in the future plans. They also promise



by By Taskbox  
Category: Productivity  
Updated: Mar 14, 2013  
Price: \$2.99

★★★★★  
52 Ratings

View in

iTunes Preview

that they have big plans that they cryptically promise extend further than email. Keep your eye on them!

## INCREDIMAIL

Just after I found TaskBox, I lucked into IncrediMail as well. I downloaded it to see if it was an app I would like better than TaskBox. Instead I found an app I like in addition to TaskBox. IncrediMail is a visual aid for your email and is everything an iPad Mail app should be.

IncrediMail is very new and in its infancy, so it requires a little bit of patience with a few things. However, you can see great things on the horizon, and it makes me stick with it. You can view all of your email accounts at once, or separately, and see your Inbox in an iPad-styled magazine format. Again, this is another app that is making the best of the iOS experience and leaving the Mail app in the dust.

In this magazine-style format, you can flip through your emails via swiping. The only things it is missing are the abilities to add a signature and to move emails between folders on the server. The signature hasn't been addressed yet, but they are promising that folder-moving abilities will be coming soon.

It's great to be able to view your emails visually like this, big and bold on the retina display. It is so beautifully styled. It has a browser built in for those times you are clicking a link. Instead of transferring you to Safari, it will open the link right there. One area that it misses out on, as does TaskBox for that matter, is the saving of images. It allows you to copy it, but won't save directly to your Photos.





by By Perion Network Ltd.  
Category: Productivity  
Updated: Mar 08, 2013  
Price: Free

★★★★☆  
138 Ratings

View in

iTunes Preview

Despite this, it handles photos well in other aspects. It allows you to add photos easily to your emails, and even connects to FaceBook for two added benefits. As it connects, it will pull in your friends' profile images so that you see who the emails are from right away. It also pulls off the images shared by your Facebook friends into another tab so that you can go through and browse all of your friends' uploads. It's only missing the description to see who uploaded it and when, as well as likes and comments.

I'm currently using a combination of IncrediMail and TaskBox. There are a few times when I have to go back to the Mail app, such as when I'm saving a photo, but these two apps have so enriched my iOS experience in just a matter of a few days. Again, I know I'm barely even scratching the surface of all that iOS can offer. These apps have encouraged me to look deeper and find other ways I can improve my experience on iOS. ■

by Laura Tucker





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# TOP FREE APPS

iOS



## #01 — Icomania

By Games for Friends GmbH

Category: Games

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 5.0 or later. This app is optimized for iPhone 5.



## #02 — 4 Pics 1 Word

By LOTUM GmbH

Category: Games

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 5.0 or later. This app is optimized for iPhone 5.



## #03 — Angry Birds

By Rovio Entertainment Ltd

Category: Games

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 4.3 or later. This app is optimized for iPhone 5.



## #04 — 94 Seconds

By Scimob

Category: Games

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd generation), iPod touch (4th generation), iPod touch (5th generation) and iPad. Requires iOS 5.0 or later.



## #05 — Candy Crush Saga®

By King.com Limited

Category: Games

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 4.3 or later. This app is optimized for iPhone 5.



## #06 — CocoPPa - Japan Kawaii(cute)

By SPiRE, Inc.

Category: Lifestyle

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 4.3 or later. This app is optimized for iPhone 5.



## #07 — Real Racing 3

By Electronic Arts

Category: Games

Compatible with iPhone 4, iPhone 4S, iPhone 5, iPod touch (4th gen), iPod touch (5th gen), iPad 2, iPad (3rd gen), iPad (4th gen) and iPad mini. Requires iOS 4.3 or later. This app is optimized for iPhone 5.

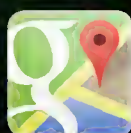


## #08 — YouTube

By Google, Inc.

Category: Photo & Video

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPod touch (3rd generation), iPod touch (4th generation) and iPad. Requires iOS 4.3 or later.

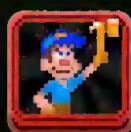


## #09 — Google Maps

By Google, Inc.

Category: Navigation

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 5.1 or later. This app is optimized for iPhone 5.



## #10 — Fix-it Felix Jr.

By Disney

Category: Games

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 4.3 or later. This app is optimized for iPhone 5.





### #01 – Memory Clean

By FIPLAB Ltd

Category: Utilities

Requirements: OS X 10.7 or later, 64-bit processor



### #02 – Head Soccer

By D&D Dream Corp.

Category: Games

Requirements: OS X 10.8 or later



### #03 – Kindle

By AMZN Mobile LLC

Category: Reference

Requirements: OS X 10.6 or later



### #04 – Xcode

By Apple

Category: Developer Tools

Requirements: OS X 10.7.4 or later



### #05 – Full Deck Solitaire

By GRL Games

Category: Games

Requirements: OS X 10.6.6 or later



### #06 – Evernote

By Evernote

Category: Productivity

Requirements: OS X 10.6.6 or later



### #07 – The Unarchiver

By Dag Agren

Category: Utilities

Requirements: OS X 10.6.0 or later



### #08 – Twitter

By Twitter, Inc.

Category: Social Networking

Requirements: OS X 10.6 or later



### #09 – VirtualDJ Home

By Atomix Productions

Category: Music

Requirements: OS X 10.6.6 or later



### #10 – CSR Racing

By NaturalMotion

Category: Games

Requirements: OS X 10.8.2 or later

# TOP FREE APPS

## MacOSX

# TOP PAID APPS

iOS



## #01 – Temple Run: Oz

By Disney

Category: Games / Price: \$0.99

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (4th gen), iPod touch (5th gen), iPad 2, iPad (3rd gen), iPad (4th gen) and iPad mini. Requires iOS 5.0 or later. This app is optimized for iPhone 5.



## #02 – Sonic Dash

By SEGA

Category: Games / Price: \$1.99

Compatible with iPhone 4, iPhone 4S, iPhone 5, iPod touch (4th gen), iPod touch (5th gen), iPad 2, iPad (3rd gen), iPad (4th gen) and iPad mini. Requires iOS 5.0 or later. This app is optimized for iPhone 5.



## #03 – Block Fortress

By Foursaken Media

Category: Games / Price: \$1.99

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 4.3 or later. This app is optimized for iPhone 5.



## #04 – WhatsApp Messenger

By WhatsApp Inc.

Category: Social Networking / Price: \$0.99

Compatible with iPhone. Requires iOS 3.1 or later.

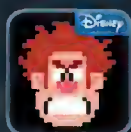


## #05 – Minecraft – Pocket Edition

By Mojang

Category: Games / Price: \$6.99

Compatible with iPhone, iPod touch, and iPad. Requires iOS 4.3 or later. This app is optimized for iPhone 5.

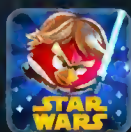


## #06 – Wreck-it Ralph

By Disney

Category: Games / Price: \$0.99

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 4.3 or later. This app is optimized for iPhone 5.



## #07 – Angry Birds Star Wars

By Rovio Entertainment Ltd

Category: Games / Price: \$0.99

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 4.3 or later. This app is optimized for iPhone 5.



## #08 – Plague Inc.

By Ndemic Creations

Category: Games / Price: \$0.99

Compatible with iPhone, iPod touch, and iPad. Requires iOS 4.3 or later. This app is optimized for iPhone 5.



## #09 – Toca Hair Salon 2

By Toca Boca AB

Category: Education / Price: \$1.99

Compatible with iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch (3rd gen), iPod touch (4th gen), iPod touch (5th gen) and iPad. Requires iOS 5.0 or later. This app is optimized for iPhone 5.



## #10 – Vector for iPhone

By Nekki

Category: Games / Price: \$0.99

Compatible with iPhone 4, iPhone 4S, iPhone 5, iPod touch (4th gen), iPod touch (5th gen), iPad 2, iPad (3rd gen), iPad (4th gen) and iPad mini. Requires iOS 3.1 or later. This app is optimized for iPhone 5.





### #01 – OS X Mountain Lion

By Apple

Category: Productivity / Price: \$19.99

Requirements: OS X 10.6.8 or later



### #02 – Pages

By Apple

Category: Productivity / Price: \$19.99

Requirements: OS X 10.6.6 or later



### #03 – Keynote

By Apple

Category: Productivity / Price: \$19.99

Requirements: OS X 10.7.4 or later



### #04 – Numbers

by Apple

Category: Productivity / Price: \$19.99

Requirements: OS X 10.6.6 or later



### #05 – FaceTime

By Apple

Category: Social Networking / Price: \$0.99

Requirements: OS X 10.6.6 or later



### #06 – iPhoto

By Apple

Category: Photography / Price: \$14.99

Requirements: OS X 10.7.4 or later

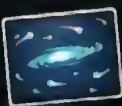


### #07 – Disk Doctor

By SquidMelon

Category: Weather / Price: \$0.99

Requirements: OS X 10.6 or later



### #08 – Live Wallpaper

By SquidMelon

Category: Weather / Price: \$0.99

Requirements: OS X 10.6 or later

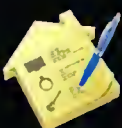


### #09 – iMovie

By Apple

Category: Video / Price: \$14.99

Requirements: OS X 10.7.4 or later



### #10 – Home Inventory

By Binary Formations, LLC

Category: Productivity / Price: \$19.99

Requirements: OS X 10.7.4 or later, 64-bit processor

# TOP PAID APPS

## MacOSX



INSIDE

GAMES





## ZEN PINBALL



Compatible with iPhone, iPod  
touch, and iPad.  
Requires iOS 5.0 or later.

Price: Free  
Genre: Pinball  
Updated: Feb 27, 2013  
Version: 1.9  
Size: 32.5 MB  
Language: English  
Seller: ZEN Studios Ltd.

View in

iTunes Preview

One of my favorite things about going to the local arcade was seeing and playing all of the pinball machines. I've always been just as addicted with their art style as I have been with their gameplay. The fact that they could cram so many lights, sounds, and recognizable characters into a "small" rectangular play field was pretty mind-boggling to me as a kid. Unfortunately, I don't make it to the arcade as much as I





used to, and it seems that arcades are becoming extinct as we progress more into a future that breeds “at home” entertainment. If you’re like me, and looking for a pinball fix, then you might want to check out “Zen Pinball.”



## GRAPHICS

Visuals are one of the most important aspects to any pinball game, and the developers here haven’t skimped on the graphics. Every available table on Zen Pinball is a work of art, and just because this is a 3D adaptation of a classic pinball setup doesn’t mean it lacks the same

charms as a physical table. There is an immense amount of detail put into each stage, and the end result is a pinball table lineup that has the same finesse and flair of any machine you’d find in a classic arcade setting. This art styling easily puts Zen Pinball above most other pinball applications, because you can tell that developers put a mass amount of work into the visuals. The effects are just as good, with the same intense amount of detail that goes into the construction of a physical table. Flickering lights, spinning tiles, and bouncing bumpers are all present here and done extremely well. Overall, the visuals for Zen Pinball are a home run. It’s really nostalgic and the fact that these tables closely resemble their physical counterparts makes this title that much more immersive.

## SOUND

What good would a pinball experience be without the sound? It isn’t just the visuals that make for classic pinball gaming. The audibles hold just as much merit here. Sometimes it’s the sound that immediately grabs your attention and points you towards a specific machine. So you can imagine the task that Zen Pinball’s developers faced. It would be a huge letdown to have a beautiful pinball title that sounded horrendous. Luckily for us, developers spent just as much time perfecting the sound as they did the graphics. I’m not just talking about good soundtracks or effects here, either; I’m talking the ambience, the way the sound rings through your device or headphones as if you’re in an actual arcade, playing on your favorite machine. It’s all incredibly





well-constructed, as a lot of thought and effort was put into this specific section of the game. In fact, there are even sound effects straight from the Star Wars movies on each of the respective tables, and the company is planning on releasing more film-based content in the future.

## GAMEPLAY

This is usually the part that worries me. Pinball uses gravity and motion in order to function, two everyday things that can be very hard to replicate correctly in a virtual setting. It takes an impressive physics engine and the correct calculations to produce an experience in game that rivals that of the real thing. Zen Pinball managed to do just that, though, with a very impressive gameplay mechanic. The ball moves and interacts just as it would in a real world situation. It even bounces off bumpers and strikes objects with an immense amount of realism. It's actually quite surprising how spot on the physics are for this release. The game itself is free, and you'll get





access to one free table. However, if you want more tables, you'll have to purchase them. Most tables are only around \$0.99 USD each, with other, more intensive releases costing at max \$1.99 USD. This allows you to purchase the kinds of levels you enjoy and put them into your own private collection. You'll be able to challenge your friends here, too, with a leader board for each table. You can even compete head-to-head with up to four other players locally by passing your

device back and forth to one another in "Hotseat Mode."

## OVERALL

There is a ton of content here, surrounded by gorgeous graphics, entertaining gameplay, and superb sound bytes. I would highly recommend this release to anyone, and it's easily the best pinball experience I have had on iOS. Zen Pinball is a must-have for all you arcade fans out there.





## THE SILENT AGE



Compatible with iPhone, iPod touch, and iPad.

Requires iOS 4.0 or later. This app is optimized for iPhone 5.

Price: Free

Genre: Puzzle Adventure

Updated: Mar 11, 2013

Version: 1.2

Size: 57.2 MB

Language: English

Seller: House on Fire ApS

View in

iTunes Preview

Every so often, an Indie game comes along that is put together so well that it has the potential to become a feature-length, console or PC-based video game. "The Silent Age," a creation by House on Fire, is one such title. This imaginative, story-based puzzle adventure has some very impressive facets to it that culminate into a very fun, and cerebral-enhancing experience. But what exactly is The Silent Age and what can you expect from it?

## GRAPHICS

Any art fan will really appreciate the simplistic, yet superbly-detailed, visual aspects to this release. Everything seems to be painstakingly hand drawn, with an immense amount of shadowing and line definition. The art styling reminds me of a more realistic version of South Park, with all the characters and environments appearing to have been cut directly from construction paper. There are a lot of modern shapes and designs here, and everything has a polygonal feel to it. I really applaud all the time and effort from the art team that went into the creation of this game. Most "puzzle adventure" titles like this tend to skimp on the graphics, but House on Fire obviously spent a lot of time and resources to create solid visuals. The animations may seem a little stiff, but they actually work quite well here. The movement of the protagonist seems to be





a bit archaic, as his legs swing back and forth in a rigid manner, and it does come off as a little robotic, but it's still well done and adds even more visual depth to the release. There are a lot of subtle animations and particle effects here, too, that really add some detail. The flickering of lights, the steady stream of a rainstorm, and even something as small as a blinking light on a security door. All of this comes together to help immerse you more into the storyline.



## SOUND

The sound obviously received just as much love as the art styling. In fact, so much effort went into the production of the audibles, that the developers recommend you wear headphones to get the full experience. There are even some puzzles that require a keen ear, so you'll want to make sure you can clearly hear everything the game has to offer. It really is a playground for the ears, with some interesting music scores and a plethora of subtle sound effects. It even comes off as a little creepy sometimes, with eerie, almost unrecognizable tones set out against a silent, foreboding environment. The sound is definitely a big gameplay enhancer, and it's going to help immerse you further into the storyline, especially if you use headphones.





## GAMEPLAY

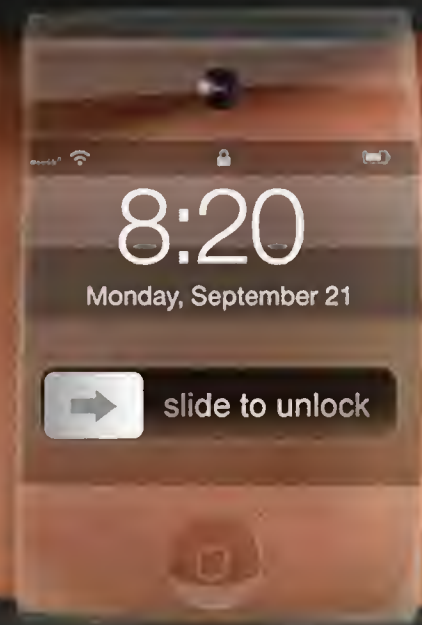
The Silent Age operates much like a third-person, Myst style puzzler. You move your character around the environment by tapping on objects, floors, and doorways. You can pick things up to store in your nifty inventory. These items can then be combined, studied, and used on the environment to help you progress. This game will really test your thought process; it's important to always look at things with an analytical eye. Imagine this title as one giant "room escape game." Unlike most of these types of titles, though, The Silent Age has a well-planned and entertaining storyline. In fact, that's seventy percent of why I liked this game so much. If you strip away the story, it's just another escape game. But with the engrossing plot line, it's a much more in-depth and immersive experience. This isn't the type of game that's going to offer you much beyond a single player experience. There aren't any

multiplayer modes, and there won't be any leader boards to conquer. This game is so "on the rails" that you probably won't even see any updates with extra content. Hopefully though, we will see some more awesome releases from House on Fire in the future.

## OVERALL

Overall, this is an epic puzzle journey and easily one of the best indie single player experiences I have had to date. The art style is beautiful and interesting, and the sound is AAA worthy. Sadly, this isn't the type of game you can play through more than once, but the first play-through is so entertaining that it deserves high marks for its creativity and execution. I expect to see big things from House on Fire in the future, and I sincerely hope they deliver more quality games like this one to the market.

# ***WALL ST. WILL KEEP CLOSE iWATCH ON APPLE PRODUCT***





Apple's stock could get a needed boost later this year, when the company is expected to ride the wearable technology wave with the debut of a wristwatch aimed at tapping into the \$6 billion smart watch market.

The "iWatch" will be integrated with the wearer's iPhone and iPad, without negating the need for either one, said Max Wolff, senior analyst at Greencrest Capital.

It will likely allow the wearer to see who's calling and to

receive alerts and incoming emails and texts, Wolff added.

It may use voice commands, such as "weather" or "traffic," as the input method, said Roger Kay, founder and president of Endpoint Technologies Associates in Wayland.

And, like fitness devices such as FitBit, it may also have a pedometer or sensors tracking data such as heart rate.

"This is an opportunity for Apple to disrupt this category," Kay said. "An iWatch could re-establish Apple's reputation as an innovator."

The design, though, is being closely guarded by Apple.

"It has to work and have some value as a fashion accessory," Wolff said. "It needs to be sleek and stylish. It should be a little different from other watches on the market. It needs to be noticeable without being clunky or dorky."

It also needs to make people think twice before investing in Google's Glass wearable device, which also is due out this year.

Wearable computing devices will exceed 485 million annual shipments by 2018, according to ABI Research.

If Apple is able to make inroads in the business, it would boost the technology giant's stock, which is down by more than a third since peaking in September.

"It is clear that Apple needs to create a new category and do it soon," said N. Venkat Venkatraman, a Boston University management professor. "A watch is easier to launch than a TV. It's easier to produce since it is a variation on the iPod mini and the iPhone, and uses the same app structure and Siri plus Bluetooth integration. Moreover, it has global appeal and can rekindle Apple's cool factor."







# THE MOBILE THREAT

ANDROID MALWARE A GROWING CONCERN FOR GOOGLE

CONFIDENTIAL







Say what you will about Apple Inc.'s tight control over every nuance of its ecosystem, but even its detractors would agree; the Cupertino company's operating systems are renowned for their remarkable track record when it comes to security—particularly when compared to archrival Microsoft. For years one of the primary selling points of Apple products—aside from user-friendly interfaces, compelling designs and attention to visual art programs—was their seeming imperviousness to the threat of malware and viruses that have perpetually plagued the PC world. Now that tablets and smart phones are rapidly overtaking desktop computing, security hazards once relegated to more traditional computing such as clunky CPUs and laptops are popping-up on mobile devices. However, it appears that Apple's iOS, often maligned for its rigidly controlled environment, has been quite successful in fending off the risks of malware, Trojans and viruses. Unfortunately, the same cannot be said for the tech-giant's mobile adversary, Android.

The explosion in smartphone usage over the last few years has attracted the seamier side of technology. With an estimated 1 billion mobile devices in use worldwide, it comes at no surprise that security threats are on the rise and becoming a top-level concern for industry watchdogs. Still, a majority of these attacks are afflicting users of Google's Android operating system, with the number of reported intrusions jumping over 100% in the final quarter of 2012 alone and an estimated 500% year-over-year. Of course, there are rational explanations for the disproportionate statistics. Android's open-standard operating system is Linux-based, allowing for the free development of applications from anyone with basic programming knowledge including hackers and thieves. Although Apple offers a little over 500,000 apps through its iTunes Store,







(Android boasts almost 700,000 applications) the vetting process for any offerings from programmers to Apple customers is rigid and restrictive. To date, malicious attacks on iOS based devices have been virtually nonexistent—an app available for iPhones last year called “Instaquotes-Quotes Cards For Instagram” was removed because it containing a worm that could potentially infect Windows operating systems. For Android, however, with a prime share of the smartphone market, battling malware is a growing apprehension within Google despite its best efforts to deter security threats.

## ANDROID HAZARDS

As the percentage of gadgets running Apple iOS decreases due largely to the sheer number of devices that employ Android, the folks in Cupertino have taken to publicizing the security flaws in Google’s mobile operating system. Phil Schiller, a senior vice president of marketing for Apple, took to Twitter recently to harangue the competition over a report released earlier this month that detailed the exponential growth in security vulnerabilities found in Android (incidentally, there were none discovered in iOS in the fourth quarter of last year). In 2012, perils effecting smartphone operating systems were chiefly of the Trojan variety, with 66% of all security breaches represented by the self-replicating virus, followed by Riskware at 11.2%, Monitoring tools at 7% and spyware at 2.7%. Although most mobile systems were tested—Blackberry, Windows Mobile, Symbian, etc.—Android’s vulnerability to theses attacks were dominant.

Far and away the most dangerous attacks come from malware, which encompasses Trojans and spyware, and can enable identity theft, unauthorized use of a device and







access and gain control of an end-user's data. For example, a report identified a Trojan found on Android devices known as "Citmo.A", a dangerous infection that seeks incoming SMS messages in order to appropriate online banking transaction information. Another, the aptly named "Infostealer.A", accesses and steals a user's contact information and delivers it to a remote server. There were even Trojans identified that hijacked a user's messaging

system for the express purpose of running up expensive charges and spamming an individual's contacts list.

The acute threat posed to android users is more serious when considering the nefarious purposes behind the hacks. When the mobile market was considerably smaller in 2006, most attacks on smartphone devices were not motivated by profit. However, by last year, the lion's share of assaults were carried out in order to yield a payoff—from





through spam-ish links to quasi-legitimate online businesses to outright theft of banking and credit card information. In contrast, there were no known attacks on Apple's iOS that sought monetary gains.

Google has taken steps to address the virus crisis in its system, introducing an app-scanner early last year to help identify malicious applications as well as a virus scanner.

Nevertheless, high-risk applications (mainly spammers) are still being identified on Google

Play, the company's online market place for apps, and thousands more are available through third-party and hacked applications found on torrent sites. With the popularity of Android-run devices showing no signs of abating, along with its proliferation on devices that are sport "consumer friendly" prices, Google may need to step up efforts to avoid an outright epidemic. ■

by Steve Hughes



# iTunes

## Review

**MOVIES**  
**& TV SHOWS**







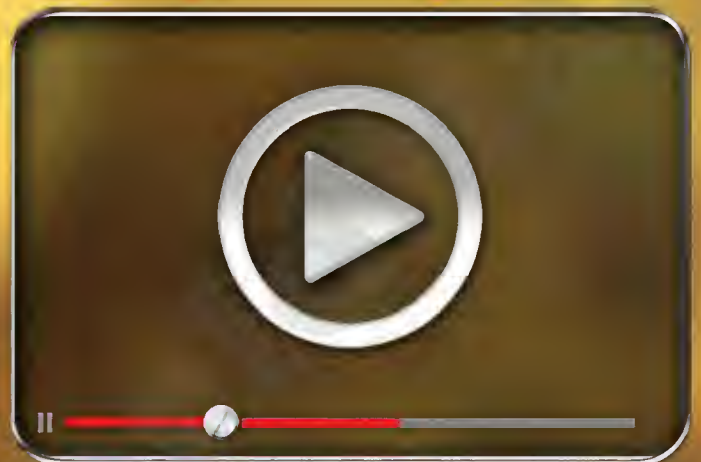
# THE WIZARD OF OZ



There probably isn't a more beloved story than *The Wizard of Oz*. We've been watching the movie as a yearly television tradition, as it eventually became the most-watched motion picture in history according to the **Library of Congress**.

And that's just a mention of the 1939 film. There are so many retellings, re-imaginings, sequels, and prequels to the film, Broadway renderings, books, podcasts, studio recordings, etc., that L. Frank Baum's original story has become an entertainment showcase all on its own.

Every time we start to put the story away in our minds, there's another story being released that connects to *The Wizard of Oz* in some manner. Last weekend saw the release of yet another Oz-inspired film, this one in the form of a prequel. *Oz the Great and Powerful* takes a detailed look at the Wizard's arrival in Oz and sets it up as a love story between him and the witches, both good and bad.





All of these movies connect back to the original stories of L. Frank Baum. He wrote a series of children's stories about the land of Oz, with the first being 1900's **The Wonderful Wizard of Oz**. All of the stories are now available individually for free online by way of the public domain in the United States or can be gathered in a **collection** for just \$.99.

In the introduction to *The Wonderful Wizard of Oz*, Baum writes, "Having this thought in mind, the story of 'The Wonderful Wizard of Oz' was written solely to please children of today. It aspires to being a modernized fairy tale, in which the wonderment and joy are retained and the heartaches and nightmares are left out."

Those flying monkeys provided a few nightmares, so he may not have been completely successful with this. Then again, that's the direction the 1939 feature film took, not having a bearing on the original story. While the story was set to a few earlier films, including a few silent films, the movie we all recognize is the 1939 feature film. It some years to get it off the ground as it went through several revisions with different writers, each of them having a different direction in mind.



At one point the magical elements of the story were taken out in fear that the fantasy wouldn't fare well at the box office. The Scarecrow became a stupid man, the Tin Woodman a



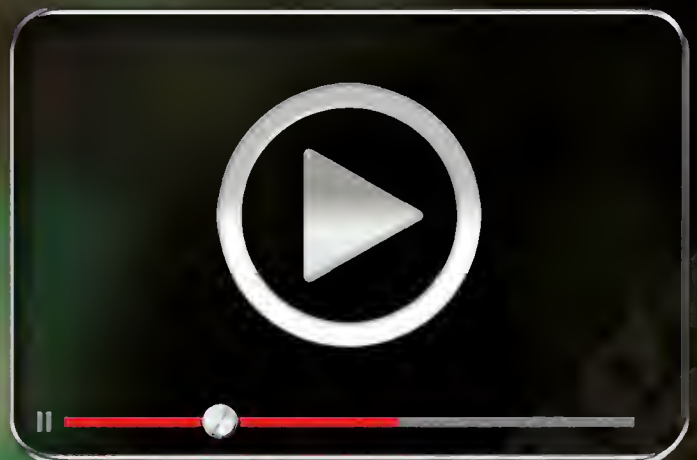


OUT OF ORDER  
PLEASE KNOCK



hardened criminal. This was ditched as several other writers were brought in to deliver different versions of the script. Eventually it became more-or-less a collaborative effort as either some of the stars of the film contributed some of their own lines.

The producers of the film believed theatergoers were too sophisticated to go with a straightforward fantasy, and this was when it was decided that Dorothy's trip to Oz would be an elaborate dream. While several people in Dorothy's Kansas world connect back to characters in her dream, the farmhand who was also the Scarecrow initially featured in additionally in the end as he leaves for college with a promise of writing to Dorothy. The implication is that they were destined for a **further romantic relationship**. It was eventually dropped from the final film, yet they left in the part where she tells the Scarecrow in Oz, "I think I'll miss you most of all."



The Oz fantasy part of the film being in vibrant color, while the Kansas scenes are seen in black and white, or sometimes a sepia-colored black-and-white, actually reflects back on the original story. Kansas is depicted as being in "shades of grey." This is brought out in the newer film as well. Magician/conman Oscar Diggs (James Franco) escapes Kansas and thugs who are after him by flying away in a hot air balloon. He leaves the black-and-white world when he is pulled into a tornado, just like Dorothy was.



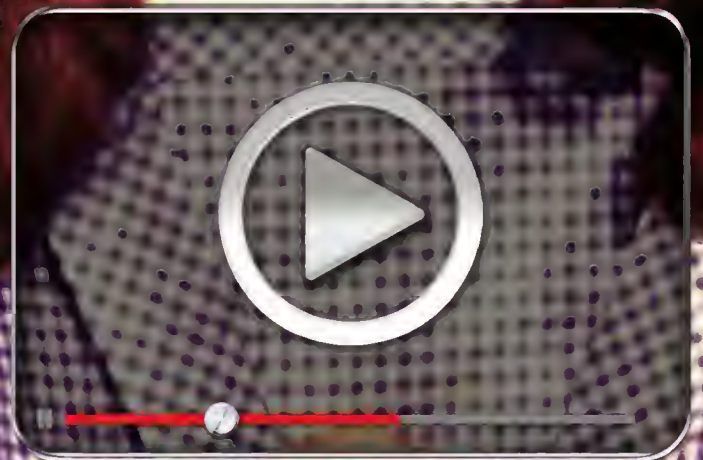
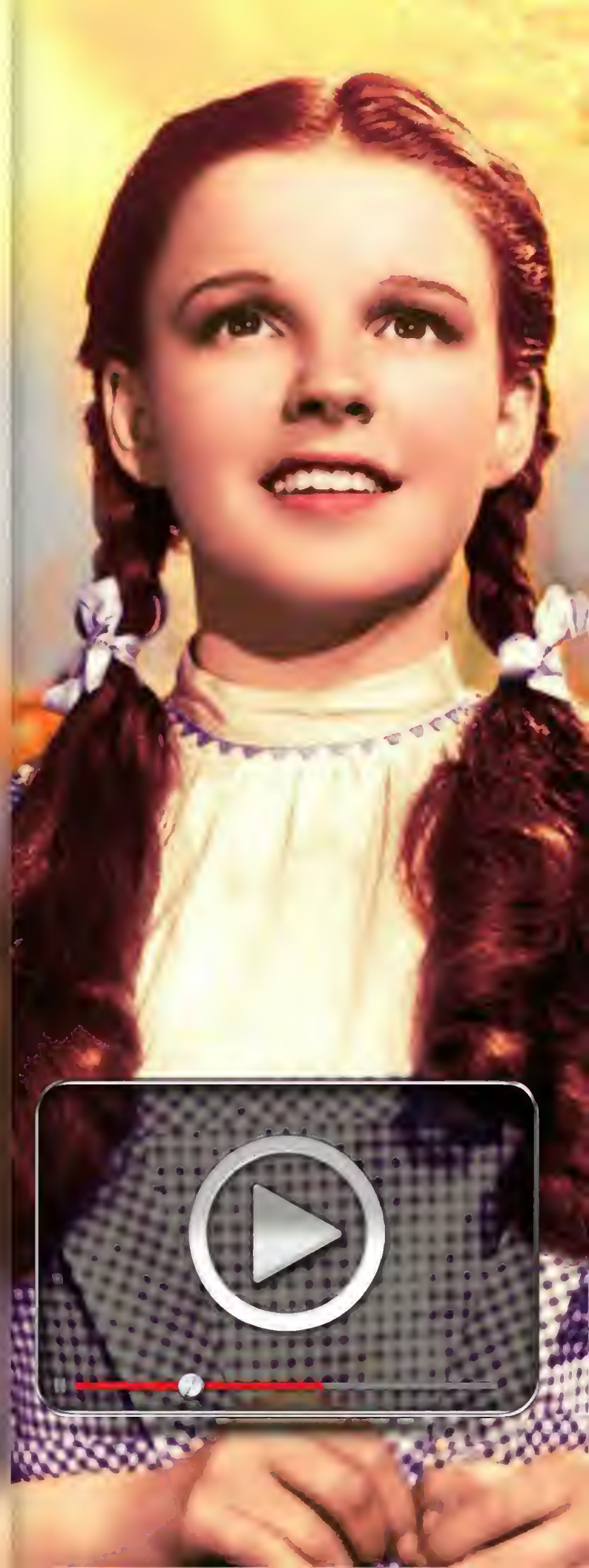
He lands in the Land of Oz into a world of color. Filmmakers made appropriate adjustments in film and updating. The world he lands in is very vibrant, clean, and beautiful, with filmgoers being offered a choice of 2D or 3D. It provides a brilliant visual




The **soundtrack** is a huge part of the original film, with “Somewhere Over the Rainbow” winning an Academy Award thanks to star Judy Garland’s rendition. “Ding Dong the Witch Is Dead,” “Follow the Yellow Brick Road,” and “We’re Off to See the Wizard” are all very memorable songs as well.

Music doesn’t feature prominently into Oz the Great and Powerful at all, but does feature into other renditions of this story. **Wicked** is a Broadway musical that tells the story from the witches’ viewpoint, focusing on the time from before and during Dorothy’s arrival in Oz. It’s based on the novel **Wicked: The Life and Times of the Wicked Witch of the West**. It’s meant to be a commentary on the nature of good and evil. And who better to provide that than the witches of Oz? Originally optioned for a feature film, it was then turned into a **vehicle for the stage** instead.

The story behind the musical has Galinda, the Good Witch of the North, and Elphaba, the Wicked Witch of the West, first meeting while roommates at college. The green-skinned Elphaba has been repulsing everyone since her







birth as the product of the Munchkin Governor's wife and a mysterious stranger. Her younger sister, Nessarose, is much more beautiful, but is confined to a wheelchair. Being her father's favorite, she's gifted with a pair of silver shoes. The shoes were always meant to be silver and are in the original Baum story. They only became ruby slippers in the movie to take advantage of the beautiful Technicolor process.

While the newest movie, *Oz the Great and Powerful*, focuses on Oz himself, there is also quite a bit of the story that deals with the witches, too. The names are changed slightly. Glinda is still featured, but Elphaba's name is Theodora, and Nessarose's name is Evanora. Once Oscar lands in Oz, Theodora mistakes him for the wizard they have been waiting for to defeat the Wicked Witch. She has been told by Evanora that Glinda is the evil one.

Because of that mixup over which witch is which, part of the movie-watching process for this one is trying to decipher how it will all go down to match up with what we already know of the story. We know what happens when Dorothy gets to Oz, but this story explains how Oz got there and how the witches took their rightful spot in history as well. However, it doesn't matter how many moles or how much green paint you slap on Mina Kunis. She's still beautiful.



Wicked helps sort the story out as well, but isn't the only time the story has appeared on Broadway in some form of an adaptation. The *Wiz* followed the same story as *The Wizard of Oz*, but urbanized it, attaching it to the African-American culture. Dorothy is still a young woman from Kansas who faces a tornado then fights to get home again. The **soundtrack** changed "Follow the Yellow Brick Road" to "Ease on Down the Road."



While *The Wiz* was extremely popular on Broadway, winning seven Tony Awards, it didn't find the same fate on the big screen. **The movie adaptation** starred Michael Jackson as the Scarecrow and Diana Ross as Dorothy. But this was 1978. Ross was already 34 years old. She was already too old to play teenagers. The film never really caught on with audiences the way the 1939 version did or as much as the Broadway version of *The Wiz* did.

It's what makes it difficult to tinker with a classic. *The Wizard of Oz* isn't just a classic, it's iconic and very well-revered. It's a story that's been told many times and many different ways. Disney was smart to approach the newest movie, *Oz the Great and the Powerful*, differently and to go back to the original story to form its base, rather than rely on updating the 1939 film. It's what turns it into a success.

by Victor Fleming  
Genre: Musicals  
Released: 1939  
Price: \$9.99

★★★★★  
1530 Ratings

View in

iTunes Preview







BELL  
OF ORDER  
PLEASE KNOCK



# LIFE OF PI



Ang Lee directs this film based on the best-selling novel by Yann Martel. There are only two survivors of a shipwreck – a 16-year-old boy and a Bengal tiger. They're stranded on a lifeboat together with the boy also

suffering the loss of his entire family. In a flashback, it's discovered that his family had owned a zoo, and he had always taken an interest in this particular tiger, yet his father had affected his curiosity by feeding a goat to the tiger to show his son how dangerous it was. The film was nominated for eleven Academy nominations, winning four.







by Ang Lee  
Genre: Drama  
Released: 2012  
Price: \$12.99

★★★★★  
1493 Ratings

View in  
[iTunes Preview](#)



# THE HOBBIT: AN UNEXPECTED JOURNEY



This film is the first of three parts that will serve as prequels to The Lord of the Rings film trilogy released in 2001, 2002, and 2003. The other two films scheduled to be released will be the Desolation of Smaug and There and Back

Again. In this particular story, the action takes place sixty years before the Trilogy. Pieces of the story were adapted from J. R. R. Tolkien's novel The Return of the King. Gandalf convinces the hobbit Bilbo Baggins to go along with him and thirteen dwarves on an adventure to claim the Lonely Mountain from Smaug and dragon once again. Elijah Wood and Ian McKellen once again appear as Frodo and Gandalf.







by Peter Jackson  
Genre: Action & Adventure  
Released: 2012  
Price: \$14.99

★★★★★  
616 Ratings

View in

iTunes Preview

# THE LAST GLADIATORS



This sports documentary examines the National Hockey League's most feared players, including a detailed look at the career of Chris "Knuckles" Nilan. Nilan protected his teammates without regard to himself,

leaving his body shattered, affecting his personal relationships, and sentencing him to a life of drug addiction. Yet all of it paid off with his team winning the coveted Stanley Cup. Academy Award-winner Alex Gibney directs.







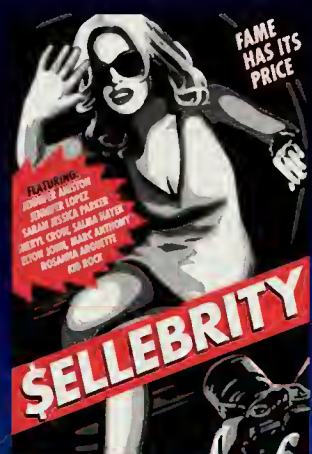
by Alex Gibney  
Genre: Sports  
Released: 2013  
Price: \$9.99

★★★★★  
107 Ratings

View in

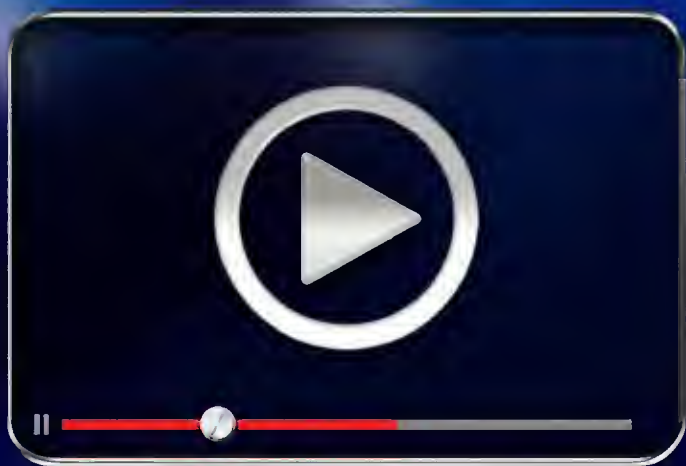
iTunes Preview

# \$ELLEBRITY



Kevin Mazur's documentary takes a look at the business of fame and the media's part in it. It follows the history of Hollywood, showing how the paparazzi has risen to affect it all, redefining the term celebrity, as it has gone from a

structured system of studios to more of an anything-goes type of approach. The stories of several top stars are featured, including Jennifer Aniston, Elton John, Jennifer Lopez, Sarah Jessica Parker, Sheryl Crow, and Salma Hayek.







by Kevin Mazur  
Genre: Documentary  
Released: 2013  
Price: \$14.99

★★★★★  
58 Ratings

View in

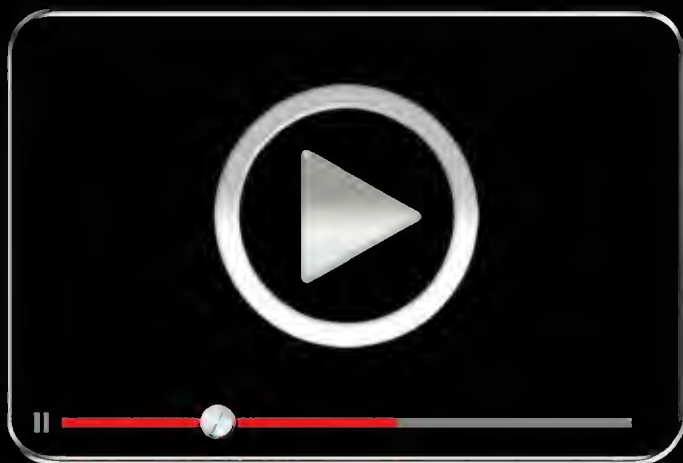
iTunes Preview

# KILLING THEM SOFTLY



Markie, A poker ring proprietor, hires goons to pull off an inside job and rob one of his poker games. A copycat crime is then planned by Squirrel who figures the mafia will automatically connect the job back to Markie again, yet it

results in the downfall of the local criminal economy. An enforcer, Jackie, is brought into the picture to bring about a fix to the economy, and while he knows Markie was not involved, he believes killing him will bring order again. Brad Pitt, Richard Jenkins, James Gandolfini, and Ray Liotta star.





A close-up, high-contrast photograph of Brad Pitt. He is wearing a dark, shiny leather jacket and holding a handgun with both hands, aiming it towards the left. His hair is slicked back, and he has a light beard and mustache. The lighting is dramatic, with strong highlights on his face and the jacket, and deep shadows elsewhere.

by Andrew Dominik  
Genre: Drama  
Released: 2012  
Price: \$14.99

★★★★★  
110 Ratings

View in

iTunes Preview

# DON'T STOP BELIEVIN': EVERYMAN'S JOURNEY

## DON'T STOP BELIEVIN': EVERYMAN'S JOURNEY



The rock band Journey has been around since 1973 and reached a pinnacle of success in 1981 with the album *Escape*. They broke up in 1987, then got back together a few separate times for albums and reunion tours. Lead singer

Steve Perry injured his hip and couldn't tour, forcing the band to replace him. They went through a series of different singers before settling on Filipino singer Arnel Pineda who they discovered on YouTube performing Journey covers. This documentary covers the tour for the album *Revelation*, their first tour with Pineda, and also showcases his homecoming to the Philippines.







by Ramona S. Diaz  
Genre: Documentary  
Released: 2012  
Price: \$6.99

★★★★★  
60 Ratings

View in

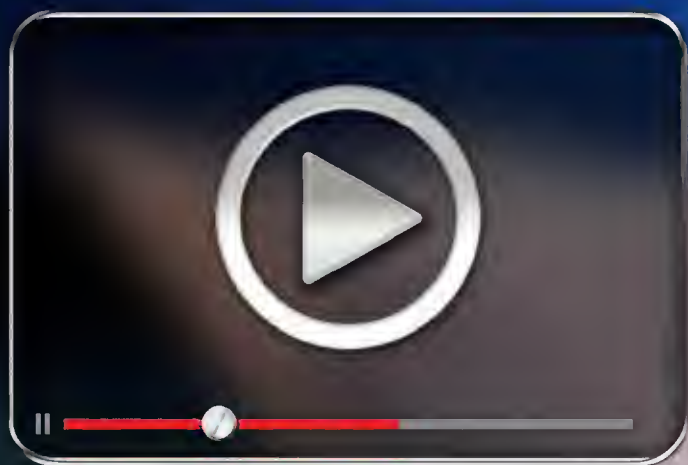
iTunes Preview

# CIRQUE DU SOLEIL: WORLDS AWAY



James Cameron and Andrew Adamson are behind this musical that incorporates acts from the seven Cirque du Soleil shows that ran in Las Vegas in 2011 – O, Mystère, Kà, Love, Zumanity, Viva Elvis, and Criss Angel Believe. The story

revolves around a young woman who visits a traveling carnival and is urged by a clown to see the aerialist at the circus. He falls during his act, and when she tries to help him, they fall into a dream world of Cirque du Soleil and are separated as they try to find their ways back to each other.





by Andrew Adamson  
Genre: Musicals  
Released: 2012  
Price: \$9.99



24 Ratings

View in

iTunes Preview



# THIS MUST BE THE PLACE

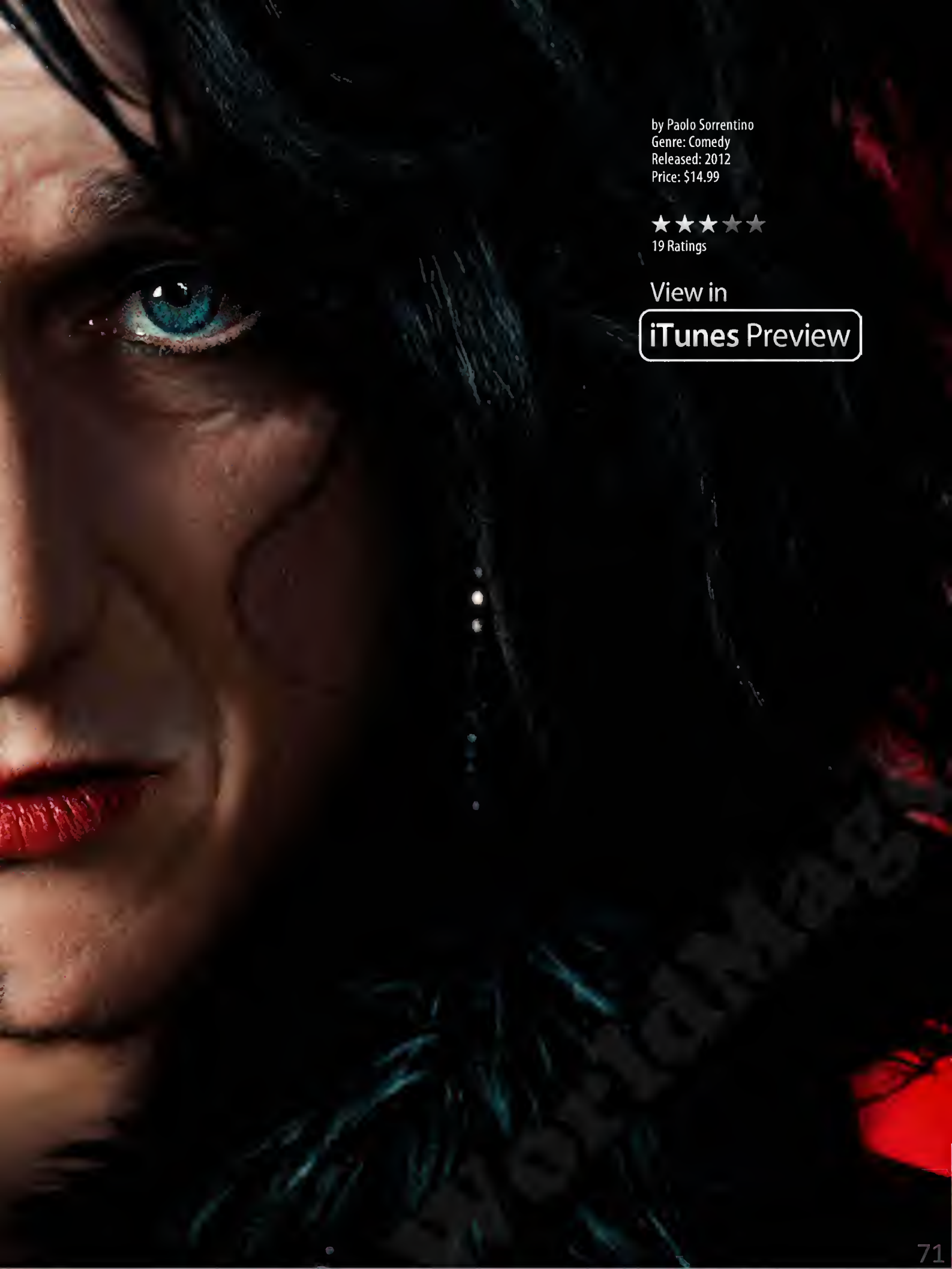


Sean Penn stars as an aging rock star who still lives the rock star life and dresses in goth, despite his early retirement. He becomes bored with this life and decides to search for a Nazi war criminal seeking

refuge in the United States who was once the father's tormentor. Frances McDormand costars. After Penn told screenwriter Paolo Sorrentino he wanted to work with him, Sorrentino wrote *This Must Be the Place* along with Umberto Contarello with Penn in mind.







by Paolo Sorrentino  
Genre: Comedy  
Released: 2012  
Price: \$14.99

★★★★★  
19 Ratings

View in

iTunes Preview

# iTunes

Review

NANO

HEY M

*MUSIC*

GIA



# NANOBOTS

## HEY MIGHT BE GIANTS



Looking for a little more alternative satire in your life? If so, They Might Be Giants may be right up your alley. The group is best known for

their innate ability to mix weirdness with harmonious instrumentals. Most of their music contains impressive, intricate guitar-playing, with synthesizers and drums galore. The kicker is that they often fill these instrumental jams with some off-the-wall, sometimes humorous, lyrics. The end result is a cavalcade of comedic genius, overtone by some seriously talented musicians.

It's important to understand that this isn't the traditional curve of humor though, and none of this is "shock value"-based stuff. The They Might Be Giants brand of funny is often based on skewed versions of everyday life, or witty, lyrical plays on specific occupations or situations. Still, even with their incredibly niche style of humor, the group has managed to take the world of Alternative music by storm and has developed a big cult following over the years. If you're planning on jumping on the "Giants" bandwagon, now may be the perfect time. The group is poised to attempt to capture the attention of the masses once more with their new studio release, "Nanobots." The release starts out with "You're on Fire," a fairly uptempo song that features a rockin' bass line and some clever lyrics. This track speaks out about certain individuals who have trouble

controlling spontaneous anger, using witty physical observations to describe how the outside world views a “hot-headed” person. The intricate instrumentals keep flowing with “Call You Mom.” This mix has a nice mixture of horns, guitars, and drums as they saunter along in a bluesy fashion to some dysfunctional love-song type lyrics.

If you’re looking for something a little more harmonious, check out “9 Secret Steps.” This track really downplays the instrumentals and instead focuses on harmonic vocals and elongated speech. It’s one of the best cuts to listen to if you’re craving the Giants’ odd, but hypnotic, style of singing. There is a lot of good variety on this album, and although some of the songs are incredibly short, you’re still getting some decent length overall.

This is another solid release by They Might Be Giants. However, from a personal standpoint, I don’t feel like it’s their best, and I was a little disappointed after going through the entire release a few times. Still, cult followers and avid fans will embrace this album with open arms. If you’re looking to get acquainted with They Might Be Giants’ work, I would suggest listening to some of their earlier works.



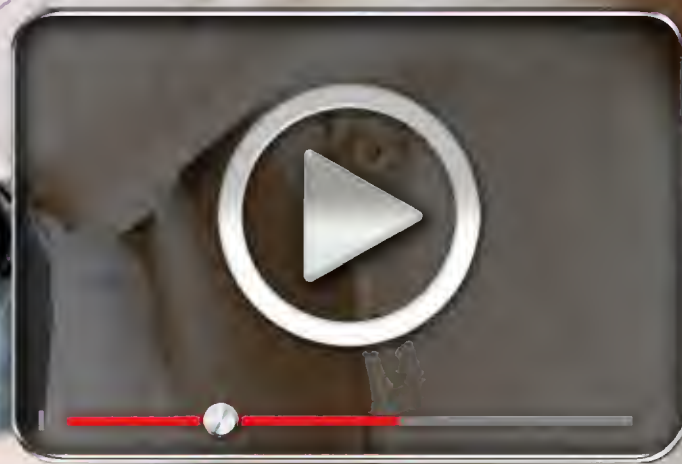


Genre: Alternative  
Released: Mar 5, 2013  
By: Idlewild Records  
25 Songs  
Price: \$9.99

★★★★★  
67 Ratings

View in

iTunes Preview



# SPRING BREAK...HERE TO PARTY

**LUKE BRYAN**



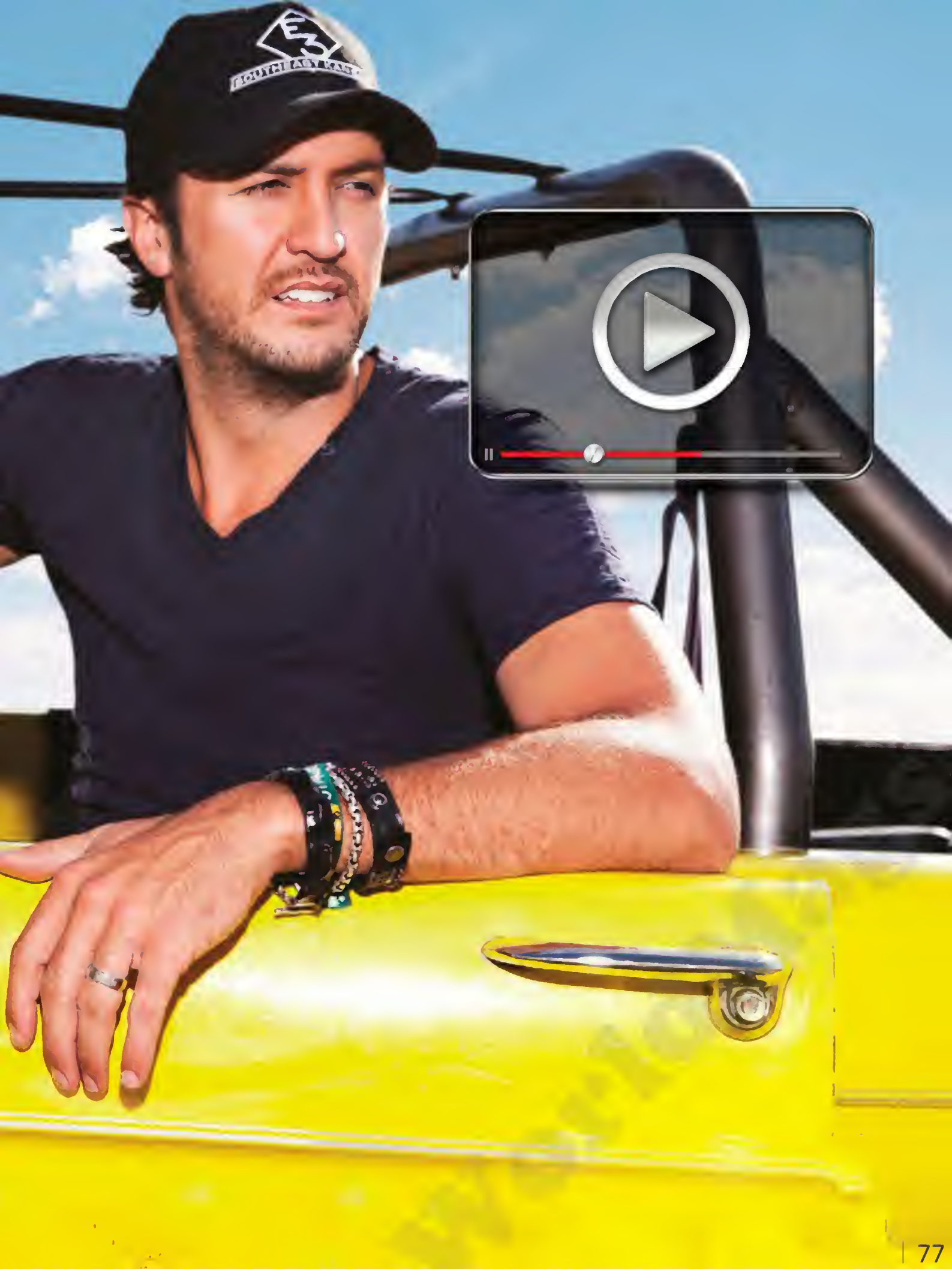
Luke Bryan has been steadily gaining steam in the world of Country Music. The world was first introduced to his musical talents in 2007 when he

signed with Capitol Records, but Luke has been on the country scene a lot longer than that. Prior to his singing career, the country music virtuoso was a well-established songwriter. During the 2000's he managed to crank out a lot of material for Travis Tritt and Billy Currington. After his singing talent was discovered, Bryan went on to create a slew of hot singles and impressive albums, most of which he co-wrote, with major country music stars.

The name Luke Bryan has become synonymous with the words successful and winner. He has managed to secure fourteen total awards and accolades from a variety of awards shows including The Academy of Country Music Awards, The CMT Awards, The American Music Awards, and the American Country Awards. But can the young star keep his growing success going? He poses to answer that question with his brand new studio release, "Spring Break ... Here to Party." The release starts out with "Suntan City," a mellow country-rock-inspired tune that sounds like something out of a Kenny Chesney album. A grungy sounding electric guitar accompanies some "good time" vocals. If you're looking for something a little more saloon-dance-







worthy, be sure to check out “Just A Sip.” This is the perfect track to get up and boogie to and a great drinking song to listen to with some friends.

As always, Luke brings in a couple love songs, but they aren’t his traditional fare. Take for example “Love In a College Town,” which progresses at a pretty fast pace and is a little less melancholy than Bryan’s past works. In fact, most of this album is “upbeat,” and it should be considering it’s geared towards the Spring Break-loving communities.

I think Luke Bryan did a great job crafting a springtime album that would appeal to younger and older crowds alike. There are a lot of good songs here with some solid variety throughout, although I can’t help but feel like this is a weaker album compared to Luke Bryan’s earlier attempts. It’s missing that “magic,” or at least a chart-topping single. I still appreciate this album, though, and it’s a great release for the impending spring holiday.

Genre: Country  
Released: Mar 1, 2013  
By: Capitol Records  
14 Songs  
Price: \$9.99

★★★★★  
1135 Ratings

View in

iTunes Preview







# **TOP 10 SONGS**



**WHEN I WAS YOUR MAN**

BRUNO MARS

**SUIT & TIE (FEAT. JAY Z)**

JUSTIN TIMBERLAKE

**HARLEM SHAKE**

BAAUER

**JUST GIVE ME A REASON (FEAT. NATE RUESS)**

P!NK

**FEEL THIS MOMENT (FEAT. CHRISTINA AGUILERA)**

PITBULL

**HEART ATTACK**

DEMI LOVATO

**RADIOACTIVE**

IMAGINE DRAGONS

**I KNEW YOU WERE TROUBLE**

TAYLOR SWIFT

**MIRRORS**

JUSTIN TIMBERLAKE

**DAYLIGHT**

MAROON 5

US

**JUST GIVE ME A REASON (FEAT. NATE RUESS)**

P!NK

**CAN'T HOLD US (FEAT. RAY DALTON)**

MACKLEMORE & RYAN LEWIS

**IMPOSSIBLE**

JAMES ARTHUR

**I COULD BE THE ONE (NICKTIM RADIO EDIT)**

AVICII & NICKY ROMERO

**FEEL THIS MOMENT (FEAT. CHRISTINA AGUILERA)**

PITBULL

**THANK YOU**

MKTO

**HEY PORSCHE**

NELLY

**HARLEM SHAKE**

BAAUER

**BENEATH YOUR BEAUTIFUL (FEAT. EMELI SANDÉ)**

LABRINTH

**WHEN I WAS YOUR MAN**

BRUNO MARS

AUSTRALIA

UK

**MIRRORS**

JUSTIN TIMBERLAKE

**WHEN I WAS YOUR MAN**

BRUNO MARS

**BOOMERANG**

NICOLE SCHERZINGER

**JUST GIVE ME A REASON**

P!NK

**POMPEII**

BASTILLE

**READY OR NOT**

BRIDGIT MENDLER

**ONE WAY OR ANOTHER (TEENAGE KICKS)**

ONE DIRECTION

**I COULD BE THE ONE (NICKTIM RADIO EDIT)**

AVICII & NICKY ROMERO

**WHITE NOISE (FEAT. ALUNAGEORGE)**

DISCLOSURE

**CLOWN**

EMELI SANDÉ

SWEDEN

**YOU**

ROBIN STJERNBERG

**YOU**

ROBIN STJERNBERG

**BEGGING**

ANTON EWALD

**COPACABANANA**

SEAN BANAN

**BEGGING**

ANTON EWALD

**HEARTBREAK HOTEL**

YOHIO

**WHEN YOU REALLY LOVED SOMEONE**

AGNETHA FÄLTSKOG

**TELL THE WORLD I'M HERE**

ULRIK MUNTER

**ONLY THE DEAD FISH FOLLOW THE STREAM**

LOUISE HOFFSTEN

**VAD SOM ÄN KRÄVS! (FEAT. DAN & DOM)**

SKELLEFTEÅ AIK HOCKEY

**JUST GIVE ME A REASON (FEAT. NATE RUESS)**

P!NK

**WHEN I WAS YOUR MAN**

BRUNO MARS

**INNER NINJA (FEAT. DAVID MYLES)**

CLASSIFIED

**FEEL THIS MOMENT (FEAT. CHRISTINA AGUILERA)**

PITBULL

**HARLEM SHAKE**

BAAUER

**HO HEY**

THE LUMINEERS

**STOMPA**

SERENA RYDER

**SUIT & TIE (FEAT. JAY Z)**

JUSTIN TIMBERLAKE

**TROUBLEMAKER (FEAT. FLO RIDA)**

OLLY MURS

**HEART ATTACK**

DEMI LOVATO

# CANADA

# FRANCE

**HARLEM SHAKE**

BAAUER

**HO HEY**

THE LUMINEERS

**LOCKED OUT OF HEAVEN**

BRUNO MARS

**SKYFALL**

ADELE

**CAN'T HOLD US (FEAT. RAY DALTON)**

MACKLEMORE & RYAN LEWIS

**ONE DAY / RECKONING SONG**

**(WANKELMUT REMIX) [RADIO EDIT]**

ASAF AVIDAN & THE MOJOS

**ON SE CONNAÎT (FEAT. AYNÄ)**

YOUSSEUPHA

**ATTENTION AU DÉPART**

LES ENFOIRÉS

**WHEN I WAS YOUR MAN**

BRUNO MARS

**I KNOW**

IRMA

# SPAIN

**EL TIGERASO**

MALUCA

**TRY**

P!NK

**HO HEY**

THE LUMINEERS

**LOCKED OUT OF HEAVEN**

BRUNO MARS

**IMPOSSIBLE**

JAMES ARTHUR

**SKYFALL**

ADELE

**FEEL THIS MOMENT (FEAT. CHRISTINA AGUILERA)**

PITBULL

**NO DIGAS NADA (DÉJÀ VU)**

CALI Y EL DANDEE

**MI REINA**

HENRY MENDEZ

**DIAMONDS**

RIHANNA

**LET HER GO**

PASSENGER

**MIRRORS**

JUSTIN TIMBERLAKE

**BILDER IM KOPF**

SIDO

**IF I LOSE MYSELF**

ONEREPUBLIC

**FEEL THIS MOMENT (FEAT. CHRISTINA AGUILERA)**

PITBULL

**HARLEM SHAKE**

BAAUER

**SHE MAKES ME GO (FEAT. SEAN PAUL) [RADIO]**

ARASH

**CAN'T HOLD US (FEAT. RAY DALTON)**

MACKLEMORE & RYAN LEWIS

**I LOVE IT (FEAT. CHARLIXCX)**

ICONA POP

**CASTLE OF GLASS**

LINKIN PARK

# GERMANY



## L'ESSENZIALE

MARCO MENGONI

### I FOLLOW RIVERS (THE MAGICIAN REMIX)

LYKKE LI

### I SEE YOU (RADIO EDIT)

JUTTY RANX

### NON ME NE ACCORGO

MARCO MENGONI

### SOTTO CASA

MAX GAZZÈ

### POMPEII

BASTILLE

### HO HEY

THE LUMINEERS

### HARLEM SHAKE

BAAUER

### WHAT I MIGHT DO (RADIO EDIT)

BEN PEARCE

### SE SI POTESSE NON MORIRE

MODÀ

# BELGIUM

### HARLEM SHAKE

BAAUER

### JUST GIVE ME A REASON

P!NK

### IF I NEEDED YOU

THE BROKEN CIRCLE BREAKDOWN BLUEGRASS B

### WHEN I WAS YOUR MAN

BRUNO MARS

### I LOVE IT (FEAT. CHARLI XCX)

ICONA POP

### ONE WAY OR ANOTHER (TEENAGE KICKS)

ONE DIRECTION

### CANNONBALL (RADIO EDIT)

SHOWTEK & JUSTIN PRIME

### I COULD BE THE ONE (NICKTIM RADIO EDIT)

AVICII & NICKY ROMERO

### LET HER GO

PASSENGER

### READ ALL ABOUT IT, PT. III

EMELI SANDÉ

# ITALY

# AUSTRIA

### VAPPAUS KÄTEEN JÄÄ

HALOO HELSINKI!

### FEEL THIS MOMENT

(FEAT. CHRISTINA AGUILERA)

PITBULL

### MENNYT MIES

J. KARJALAINEN

### LEVOTON TYTTÖ

ANSSI KELA

### I KNEW YOU WERE TROUBLE

TAYLOR SWIFT

### YOU

ROBIN STJERNBERG

### HARLEM SHAKE

BAAUER

### TROUBLEMAKER (FEAT. FLO RIDA)

OLLY MURS

### FIGURE 8

ELLIE GOULOING

### LET HER GO

PASSENGER

### LET HER GO

PASSENGER

### BILDER IM KOPF

SIDO

### HO HEY

THE LUMINEERS

### FEEL THIS MOMENT

(FEAT. CHRISTINA AGUILERA)

PITBULL

### YOUR SONG

ELLIE GOULOING

### I LOVE IT (FEAT. CHARLI XCX)

ICONA POP

### BELLA VITA (DJ ANTOINE VS. MAD MARK

2K13 RADIO EDIT)

DJ ANTOINE

### I KNEW YOU WERE TROUBLE.

TAYLOR SWIFT

### WHEN I WAS YOUR MAN

BRUNO MARS

### LIGHTS (SINGLE VERSION)

ELLIE GOULOING

# FINLAND

See more in  
**iTunes**



# TOP

**THE NEXT DAY (DELUXE VERSION)**

*David Bowie*

**THE 20/20 EXPERIENCE**

*Justin Timberlake*

**SPRING BREAK...HERE TO PARTY**

*Luke Bryan*

**SOUND CITY - REAL TO REEL**

*Sound City - Real to Reel*

**WHAT ABOUT NOW (DELUXE VERSION)**

*Bon Jovi*

**NIGHT VISIONS**

*Imagine Dragons*

**PEOPLE, HELL AND ANGELS**

*Jimi Hendrix*

**MY HEAD IS AN ANIMAL**

*Of Monsters and Men*

**HERE'S TO THE GOOD TIMES**

*Florida Georgia Line*

**BABEL (DELUXE EDITION)**

*Mumford & Sons*

# ALBUMS



# 10

# TOP

**KISS YOU**  
ONE DIRECTION

**SUIT & TIE (FEAT. JAY Z)**  
JUSTIN TIMBERLAKE

**GANGNAM STYLE**  
PSY

**STAY (FEAT. MIKKY EKKO)**  
RIHANNA

**JUST GIVE ME A REASON  
(FEAT. NATE RUESS)**  
P!NK

**TWO BLACK CADILLACS**  
CARRIE UNDERWOOD

**REMIX (I LIKE THE)**  
NEW KIDS ON THE BLOCK

**BEAUTY AND A BEAT (FEAT. NICKI MINAJ)**  
JUSTIN BIEBER

**I KNEW YOU WERE TROUBLE**  
TAYLOR SWIFT

**DOWNTOWN**  
LADY ANTEBELLUM

# MUSIC VIDEOS

# FINANCE

## **SAMSUNG'S \$1 BILLION FIGHT WITH APPLE SPURS LOBBYING PUSH**

Samsung Electronics has doubled mobile-phone sales in the United States since 2008. As the

company faces anti-dumping measures and a protracted court battle with Apple, its U.S. lobbying bill is growing even faster.

Samsung boosted spending on lobbyists to \$900,000 last year from \$150,000 in 2011 as it tries to influence the federal government on issues ranging from intellectual-property infringement to telecommunications infrastructure, regulatory filings show. The company also hired Sony Corp. veteran Joel Wiginton to run a new government-relations office in Washington.

The higher spending comes as the South Korean company is embroiled in patent disputes with Apple on four continents as the two struggle for dominance in an industry expected to double to \$847 billion in sales by 2016. In a U.S. lawsuit,

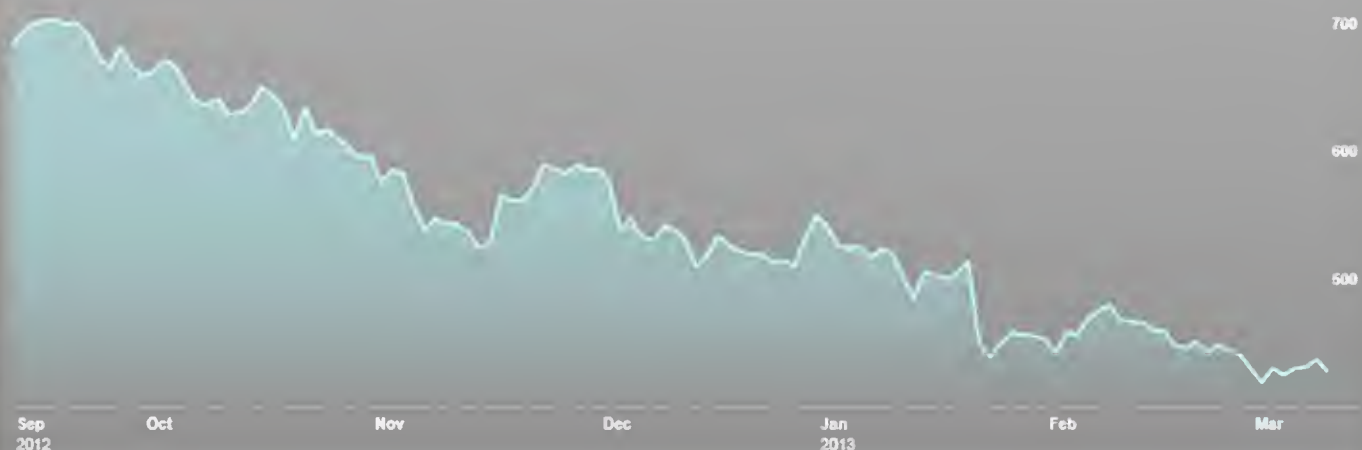


# SAMSUNG

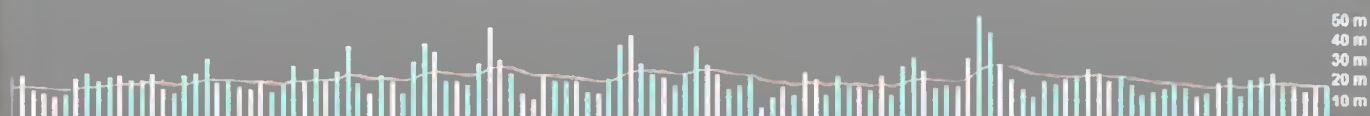


# APPLE INC

DAILY DATA INTERVAL  
6 MONTHS AAPL:NSQ



Volume EMA (14)



# SAMSUNG C&T CORP

DAILY DATA INTERVAL  
6 MONTHS A000830:KSC



Volume EMA (14)



Copy H 2012-2011



Apple was initially awarded \$1 billion in damages after a jury decided Samsung copied the iPhone maker's designs for mobile devices.

"Samsung is being sued left and right," said R. Polk Wagner, a professor of intellectual-property law at the University of Pennsylvania Law School. "A major component of their business is smartphones, and this is becoming a very litigious area."

Last year's lobbying expenditure was the biggest for Samsung in a single year, according to a U.S. government database of lobbying disclosure filings dating to 1999. The previous high was \$370,000 in 2008.

In a statement, Samsung said the expanded effort is "a prudent step as part of day-to-day business operations, our growing presence outside of our headquarters country, and our commitment to transparency." The company declined to comment further on its lobbying expenditures.

Samsung's increased spending is small compared with some rivals, though it's growing faster than many. Apple spent \$2 million on U.S. lobbying last year, down 13 percent from 2011, and Sony spent \$3.3 million, a decrease of 10 percent, according to the Center for Responsive Politics, a Washington group that tracks lobbying.

Google boosted its spending 88 percent last year to \$18.2 million, while lobbying expenses at Facebook jumped to \$4 million from \$1.4 million in 2011, according to the center.

The greater focus on lobbying by technology companies reflects the growing importance of U.S. laws and regulations to the industry as Congress considers issues from patents to Internet privacy to copyright infringement, said Mark Lemley, who teaches patent law at Stanford Law School in California.

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# APPLE INC

DAILY DATA INTERVAL  
1 YEAR AAPL:NSQ



Volume EMA (14)



# SAMSUNG C&T CORP

DAILY DATA INTERVAL  
1 YEAR A000830:KSC



Volume EMA (14)



Copy M 2012-01-01

"It's just an increasingly important part of their business," Lemley said. "What happens in Washington can significantly affect the lives of technology companies, and they can't ignore it."

The bulk of Samsung's U.S. lobbying money last year, \$760,000, went to the law firm Akin Gump Strauss Hauer & Feld, according to the filings. The firm also lobbied on behalf of AT&T and Lenovo Group, filings show. Akin Gump declined to comment.

Samsung is involved in dozens of legal disputes with Apple worldwide as the two biggest smartphone makers seek to use patents to curb each other's growth or force changes in the other's products. Apple sold 27.4 million iPhone 5s in the quarter ended Dec. 31, and Samsung sold 15.4 million Galaxy 3S models, according to researcher Strategy Analytics.

"Apple is spending a lot of time, money and resources on lobbying, so Samsung is doing the same," said Mark C. Newman, a senior analyst at Sanford C. Bernstein in Hong Kong.

In August, Apple won the verdict against Samsung from a federal court in San Jose, California. Apple also sought to ban sales of infringing Samsung devices, a request that the judge rejected. Samsung has denied copying Apple devices, and both companies have filed appeals.

Samsung and Ericsson also have lodged patent-infringement complaints against each other, and the Korean company is challenging U.S. anti-dumping duties imposed on its washing machines after a complaint by Whirlpool.

The company's increased attention to U.S. policy parallels the growth of its business there. Though Samsung doesn't break out revenues by country, regional data show the Americas to be its largest market, generating 29 percent of its sales in 2011, the latest year available, up from 25 percent in 2009.

Samsung's U.S. handset revenue increased to \$18.5 billion in 2012 from \$8.9 billion in 2008, according to data compiled by Bloomberg Industries.

Samsung says it will spend \$4 billion to expand its chip factory in Austin, Texas, bringing total investment in the facility to \$15 billion. The company is also planning a 1.1 million-square-foot sales and research-and-development headquarters for its semiconductor business near San Jose.

Samsung has registered more U.S. patents annually than any other company except International Business Machines Corp. since 2006, data from the U.S. Patent Office show. The Korean company won 5,081 patents last year, versus 6,478 for IBM, according to research firm IFI Claims Patent Services.

Samsung, based in Suwon, South Korea, isn't the first Asian manufacturer to get more involved in U.S. politics as it expands in the world's largest economy. Responding to U.S. import barriers and threats of increased tariffs in the 1980s and 1990s, Toyota and Honda increased their U.S. lobbying as they built factories in North America to make vehicles for the local market, said Bill Visnic, a senior editor at Edmunds.com, an automotive research website.

Last year, Toyota spent about \$3.4 million on lobbying, according to the Center for Responsive Politics. The world's largest carmaker pursued issues including energy, trade agreements, taxes and safety, regulatory filings show.

Last year's court ruling in San Jose may prove to have the same effect on Samsung as tariff threats did for Toyota, according to Amir Anvarzadeh, a manager for Asia equity sales at BGC Partners Inc. in Singapore.

Samsung was "very close to being banned," Anvarzadeh said. "That was a wake-up call that, 'Hey, we need to expand our presence, particularly in Washington, and get some lobbying power.'" ■



# SAMSUNG



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# **STINGY TO THE CORE [EXCLUSIVE] APPLE iRADIO PLAN REBUFFED BY LABELS OVER ITS 6 SOLUTION**

Apple has opened talks with record labels about getting rights for a music-streaming service - but has gotten plenty of push back because its offer is seen as way too cheap, The Post has learned.

The tech titan, the most valuable company in the world, made an initial offer to the label of about 6 cents per 100 songs streamed, sources said.

That's about half of the 12 cents per 100 songs paid by Pandora, the leading online radio service that Apple is taking aim at, sources said.

"Apple wants a rate that is lower than Pandora's," said one high-level executive.

While the labels would admit Apple's music service could tap a whole new revenue stream for them, they are loath to say yes to the offer as the industry is fighting on Capitol Hill to prevent Pandora from lowering its current rate, sources added.

Music label insiders suggest Apple - which is sitting on a cash hoard of roughly \$137 billion - ought to pay at least the rate set by the Copyright Royalty Board, or about 21 cents per 100 songs streamed.

That rate applies to companies that don't own broadcast operations.

By comparison, terrestrial radio-backed online services - such as iHeart - pay about 22 cents per 100 songs streamed.

Subscription service Spotify pays the highest rate for its service, 35 cents per 100 songs streamed, sources said.

Apple wants to get into the streaming radio business, in part, because it is seeing 50 percent of its iTunes revenue flow from mobile. Pandora is one of the most popular apps.

Apple views radio as a way to make better use of its iAds advertising platform. An Apple iRadio product would be ad supported.

The music labels, for their part, want an upfront fee and a percentage of that ad revenue in addition to the streaming fees, said sources.

Apple's chief music negotiator, Eddy Cue, created a lot of static last September when he tried to get the industry's biggest music publisher, Sony/ATV, on board.

Apple, sources said, had hoped to rush iRadio into the iPhone 5 launch, but was forced to backpedal.

Sony/ATV's resistance meant that Cue needed to first deal with the recorded music giants:



# PANDORA<sup>®</sup>

Universal, Sony and Warner. Reps for each declined to comment.

“Everyone’s had their initial meetings and everyone is preparing counters,” said a source.

Apple is considering a launch of iRadio as part of a bundle along with iMatch, which allows iTunes users to make their music available on all iOS devices.

The Cupertino, Calif., company also wants to make the iRadio service available abroad in the UK, Germany and France as well as other places.

Rich Greenfield, media analyst with BTIG, told The Post, “People spend two hours a day listening to radio. Google, Apple and Amazon are fascinated by the opportunity to get into music in a bigger way. Pandora doesn’t make any real money.”

Greenfield added: “Everyone’s trying to figure out a better structure. I wouldn’t say any of them are giving up.”

Apple didn’t immediately return a call for comment.

## OUT OF TUNE

Cash-rich Apple’s attempt to start a music-streaming service, featuring artists like Justin Bieber (pictured), has run into turbulence after it offered record labels just one-half the price Pandora is paying.

iHeart Radio 22 cents

Pandora 12 cents

Industry standard 21 cents

Apple 6 cents

Per hundred songs streamed



# **'I GOT BRONCHITIS' WOMAN SUES APPLE**

An Oklahoma woman whose TV news interview after a fire went viral is suing Apple after a mashup of her words was put to music and sold on iTunes.

Sweet Brown, aka Kimberly Wilkens, was captured by KFOR-TV, Oklahoma City, ranting after her apartment caught fire. Her assertion that the smoke gave her bronchitis and, "Ain't nobody got time for that!" caught on and a Seattle radio station called to interview Wilkens. They set the interview to music and began selling it on iTunes.

Court records show the song, "I got bronchitis," was for sale on iTunes from April 16 to June 29, The (Oklahoma City) Oklahoman said Sunday. It doesn't say how many times it was downloaded.

Wilkens said she never gave consent to her image or words being set to music. Initially, the suit by Wilkens and business partner Sparkell Adams sought \$15 million from Apple but a revised filing doesn't say how much the women want.

The suit also names the radio station employees and the San Antonio-based company that owns the station.



# YOUR BRAND HAS NEVER BEEN IN SUCH GOOD COMPANY



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# HARMAN INTEGRATES APPLE'S SIRI INTO FERRARI

The International Motor Show 2013 - HARMAN, the premium global audio and infotainment group, is providing Ferrari in-car speech control. At the Geneva Motor Show, Ferrari showcased the integration of Apple's Siri in the latest Ferrari FF model. This marks the first such system integration by HARMAN.

Due to the seamless combination of Apple's technology with the existing head unit, operation is just as simple as it is with any Siri enabled iPhone. A long press of the infotainment system's menu button on the steering wheel activates Siri, while commands and audio feedback are picked up clearly and played through built-in microphones and the car's audio system. Additionally, the volume is adjusted for better comprehensibility - just like the mobile phone, where Siri stops any music being played once it is activated.

Michael Mauser, HARMAN's Executive Vice President and Co-President of Infotainment & Lifestyle Divisions, commented: "This Siri integration is an important milestone in the cooperation between HARMAN and Ferrari. By transferring the known *modus operandi* to the car, Ferrari offers its customers the ease of use of their mobile devices with an embedded premium HARMAN infotainment system."



HARMAN at the Geneva Motor Show 2013

Visit HARMAN at this year's Geneva Motor Show for more details and view the company's full portfolio of infotainment and lifestyle audio systems. HARMAN is located in Hall 6, Booth 6240.



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*It's All About Apple*

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